

## IN THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

### Listing of Claims:

1. (Canceled)
2. (Canceled)
3. (Canceled)
4. (Currently Amended) A method of dynamically communicating an object message between a client and server of separate object models comprising the steps of:  
dynamically creating a mapping of said client to said server at run time in response to a request from said client for a connection to said server;  
intercepting a message generated by said client in a first object model;  
examining a second object model for interface information for said server;  
generating a translated message for said server; and  
forwarding said translated message to said server;  
wherein dynamically creating the mapping includes determining interface requirements at run time without requiring creation prior to run time of a static interface that defines communication between said client and said server and ~~The method of claim 1~~ wherein said step of dynamically creating a mapping further comprises the steps of:  
creating a proxy object;  
creating a stub object; and  
creating an association between said proxy object and said stub object.
5. (Original) The method of claim 4 further comprising the step of creating an association between said client and said proxy object.
- 6 (Original) The method of claim 4 further comprising the step of creating an association between said server and said stub object.

7. (Original) The method of claim 4 further comprising the step of creating an association between said server and said proxy object.

8 (Original) The method of claim 4 further comprising the step of creating an association between said client and said stub object.

9. (Canceled)

10. (Canceled)

11. (Canceled)

12. (Canceled)

13. (Canceled)

14. (Currently Amended) An article of manufacture comprising:  
a computer usable medium having computer readable program code embodied therein for  
dynamically handling an object message between a client and server in separate object models,  
the computer readable program code in said article of manufacture comprising:  
computer readable program code configured to cause a computer to dynamically create a  
mapping of said client to said server at run time in response to a request from said client for a  
connection to said server;  
computer readable program code configured to cause a computer to intercept a message  
generated by said client in a first object model;  
computer readable program code configured to cause a computer to examine a second  
object model for interface information for said server;  
computer readable program code configured to cause a computer to generate a translated  
message for said server;  
computer readable program code configured to cause a computer to forward said  
translated message to said server; and

computer readable program code configured to cause a computer to transmit a response from said server to said client;

wherein to dynamically create the mapping includes to determine interface requirements at run time without requiring creation prior to run time of a static interface that defines communication between said client and said server and ~~The article of manufacture of claim 12~~  
wherein said program code configured to cause a computer to dynamically create a mapping of said client to said server further comprises:

computer readable program code configured to cause a computer to create a proxy object;

computer readable program code configured to cause a computer to create a stub object;

and

computer readable program code configured to cause a computer to create an association between said proxy object and said stub object.

15. (Original) The article of manufacture of claim 14 further comprising computer readable program code configured to cause a computer to create an association between said client and said proxy object.

16. (Original) The article of manufacture of claim 14 further comprising computer readable program code configured to cause a computer to create an association between said server and said stub object.

17. (Original) The article of manufacture of claim 14 further comprising computer readable program code configured to cause a computer to create an association between said server and said proxy object.

18. (Original) The article of manufacture of claim 14 further comprising computer readable program code configured to cause a computer to create an association between said client and said stub object.

19. (Canceled)

20. (Canceled)

21. (Canceled)

22. (Canceled)

23. (Currently Amended) A dynamic object message broker comprising:

a first computer system having a first object model and a first object running in said first object model;

a mediating component coupled to said first computer system, said mediating component capable of creating a dynamic messaging interface; and

a second computer system coupled to said mediating component, said second computer system having a second object model and a second object running in said second object model;

wherein said mediating component is configured to dynamically create a mapping between said first object and said second object at run time in response to a request from said first object for a connection to said second object, wherein to dynamically create the mapping includes to determine interface requirements at run time without requiring creation prior to run time of a static interface that defines communication between said first object and said second object, and ~~The message broker of claim 22~~ wherein said mediating component comprises:

a control module, said control module capable of creating said mapping between said first object and said second object;

a proxy object coupled to said control module; and

a stub object coupled to said proxy object.

24. (Original) The message broker of claim 23 wherein said first object is a client object, and said proxy object is coupled to said client object.

25. (Original) The message broker of claim 24 wherein said second object is a server object, and said stub object is coupled to said server object.

26. (Canceled)

27. (Previously Presented) A method of dynamically communicating an object message between a client and server in separate object models comprising the steps of:
- dynamically creating a proxy object and a stub object at run time in response to a request from said client for a connection to said server;
  - intercepting a message generated by said client in a first object model;
  - examining a second object model for interface information for said server;
  - determining a message protocol for said server;
  - generating a translated message from said message using said message protocol; and
  - forwarding said translated message to said server;
- wherein dynamically creating said proxy object and said stub object comprises determining interface requirements at run time without requiring creation prior to run time of a static interface that defines communication between said client and said server.
28. (Original) The method of claim 27 further comprising the step of creating an association between said proxy object and said stub object.
29. (Original) The method of claim 27 wherein said message includes an operation and a plurality of arguments, said method further comprising the steps of:
- translating said operation for said server; and
  - translating said plurality of arguments for said server.
30. (Previously Presented) The method of claim 29 wherein said step of translating said arguments further comprises the steps of:
- determining the expected number and type of arguments of said server;
  - determining whether an expected argument type is different than an argument type; and
  - translating one of said plurality of arguments to an expected argument type when its type is different than said expected argument type.
31. (Canceled)